

Sub  
A/CLAIMS

1. A method of creating a graphical human-machine interface, comprising the steps of:
  2. (a) providing a computer using a first operating system;
  3. (b) providing a portable computing device in communication with the computer, the portable computing device using a second operating system that is less capable than the first operating system;
  4. (c) generating on the computer a graphical human-machine interface operable on the portable computing device; and
  5. (d) transferring the graphical human-machine interface from the computer to the portable computing device.
1. 2. The method of claim 1 further comprising, after step (c), the step of simulating on the computer the operation of the graphical human-machine interface on the portable computing device.
1. 3. The method of claim 1 further comprising the steps of:
  2. (e) operating the graphical human-machine interface on the portable computing device; and
  3. (f) transmitting between the computer and the portable computing device information related to the operation of the graphical human-machine interface.
1. 4. The method of claim 1 wherein the graphical the human-machine interface is adapted to control at least one process parameter.
1. 5. The method of claim 1 wherein step (c) comprises generating on the computer a graphical human-machine interface operable on the portable computing device, the graphical human-machine interface comprising a processor-independent graphical human-machine interface object and a provided run-time engine specific to a selected processor present on the portable computing device.

1 6. The method of claim 1 wherein the second operating system is Windows CE.

1 7. The method of claim 1 wherein the portable computing device is a handheld portable  
2 computing device.

*Sub A2*

1 8. A computer program recorded on a machine-readable medium, comprising:  
2 (a) a module that operates on a computer to allow a user of the computer to  
3 generate a graphical human-machine interface that is operable on a portable  
4 computing device, the computer uses a first operating system and the portable  
5 computing device uses a second operating system having less capability than  
6 the first operating system;  
7 (b) a module that operates on the computer to simulate the operation of the  
8 graphical human-machine interface on the portable computing device; and  
9 (c) a module that operates on the computer to transfer, from the computer to the  
10 portable computing device, the graphical human-machine interface.

*Sub A3*

1 9. The computer program of claim 8, further comprising:  
2 (d) a module that operates on the computer to transfer, between the computer and  
3 the portable computing device, information related to the operation of the  
4 human-machine interface.

1 10. The computer program of claim 8 wherein the graphical human-machine interface  
2 comprises a graphical human-machine interface for process control.

*Sub A3*

1 11. The computer program of claim 8 wherein the graphical human-machine interface  
2 comprises a processor-independent graphical human-machine interface object and a  
3 run-time engine specific to a selected processor.

1 12. The computer program of claim 8 wherein the second operating system is Windows  
2 CE.

1 13. The computer program of claim 8 wherein the portable computing device is a  
2 handheld portable computing device.

1 14. A method of controlling a process, comprising the steps of:  
2 (a) providing a computer using a first operating system;  
3 (b) providing a portable computing device in communication with the computer,  
4 the portable computing device using a second operating system that is less  
5 capable than the first operating system;  
6 (c) providing a graphical human-machine interface operable on the portable  
7 computing device, the graphical human-machine interface generated on the  
8 computer;  
9 (d) operating the graphical human-machine interface on the portable computing  
10 device; and  
11 (e) exchanging information between the computer and the portable computing  
12 device, so as to control at least one parameter of a process.

1 15. The method of claim 14 wherein step (d) comprises operating the graphical human-  
2 machine interface on the portable computing device to display both graphical  
3 information and alphanumeric information.

1 16. The method of claim 14 wherein the second operating system is Windows CE.

1 17. The method of claim 14 wherein the portable computing device is a handheld  
2 portable computing device.